

PLAYER			
RACE		ALIGNMENT	
HEIGHT	WEIGHT	EYES	HAIR



CLASS 1/LEVEL			CLASS 2/LEVEL		CLASS 3/LEVEL		CHARACTER RECORD SHEET																																									
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP		SUBDUAL DAMAGE					SPEED																																			
STR STRENGTH						HP HIT POINTS																																										
DEX DEXTERITY						AC ARMOR CLASS		= 10 +																																								
CON CONSTITUTION						TOTAL			ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	MISC BONUS	ARMOR CHECK PENALTY		ARMOR TYPE																																
INT INTELLIGENCE						INITIATIVE MODIFIER		=				ENERGY SHIELD		DC 15/17	Phys. 15 Fire 10 Blaster 7	<table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																
WIS WISDOM						TOTAL		=								CONDITIONAL MODIFIERS																																
CHA CHARISMA						MELEE ATTACK BONUS		=								CONDITIONAL MODIFIERS																																
						RANGED ATTACK BONUS		=								CONDITIONAL MODIFIERS																																
SAVING THROWS	TOTAL		BASE	ABILITY	OCCULT	MISC	TEMP.	TOTAL	BASE ATTACK BONUS	DEX MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER																																			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	OCCULT MODIFIER	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=	+	+	+	+	
REFLEX (DEXTERITY)		=	+	+	+	+	
WILL (WISDOM)		=	+	+	+	+	

[illegible][illegible][illegible]

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	CHECK PENALTY
MAX DEX	SPEED	WEIGHT	SPECIAL PROPERTIES	

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[illegible]

